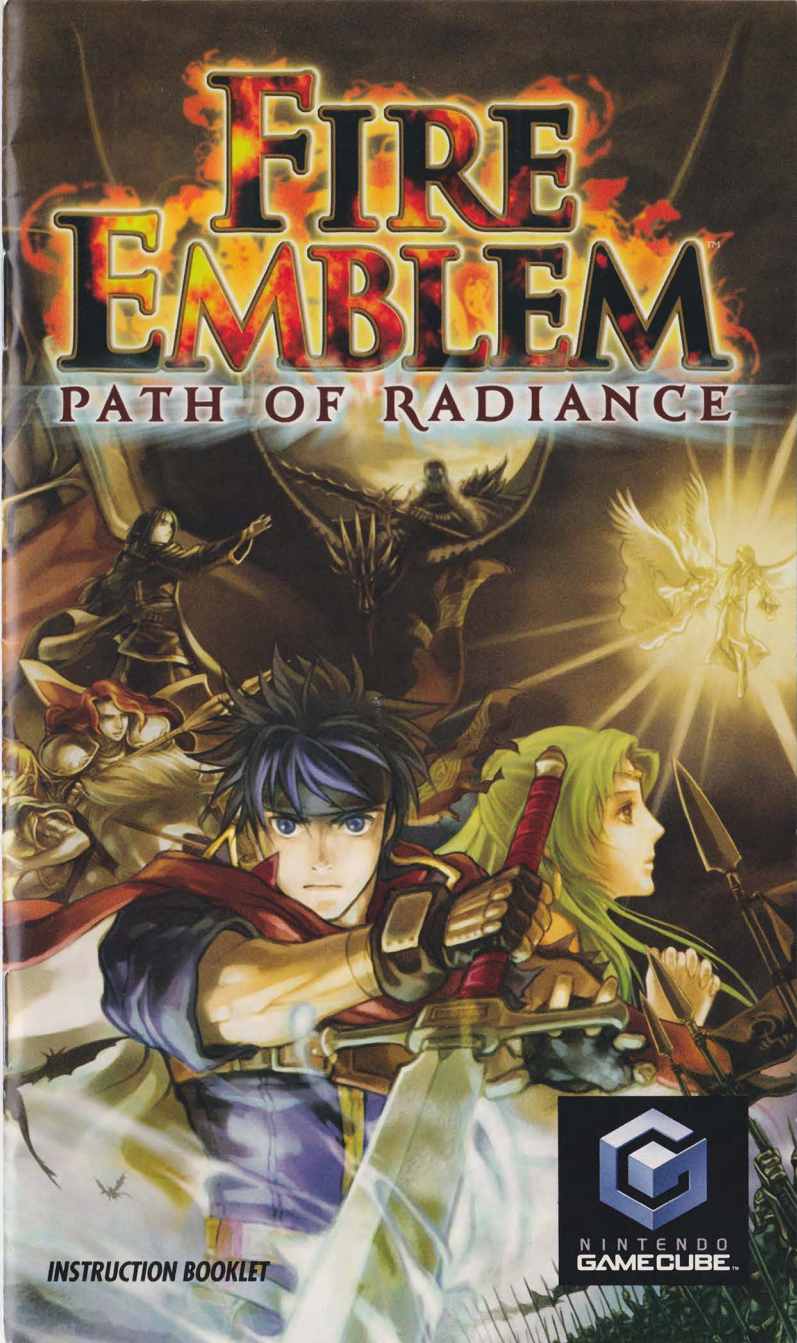
FIRE EMBLEM™

PATH OF RADIANCE



NINTENDO GAMECUBE™

INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.

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THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

THIS GAME IS COMPATIBLE WITH THE GAME BOY ADVANCE PORTABLE VIDEO GAME SYSTEM.

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If you don't have access to the web-site, recorded tips for many titles are available on Nintendo's Power Line at **(425) 885-7529**. This may be a long-distance call, so please ask permission from whoever pays the phone bill.

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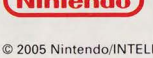

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Welcome!

Thank you for buying Fire Emblem: Path of Radiance, exclusively for the Nintendo GameCube. Please review this instruction manual before playing the game. Be sure to keep the manual safely stored along with the Fire Emblem: Path of Radiance Game Disc.

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A Land Divided

The continent of Tellius is home to two races—the beorc and the laguz. The human beorc are made in the image of the goddess, while the half-human laguz fill the space between the goddess and beasts. As each race has struggled to find its place in the land, the two have built a shared history of strife, mistrust, and compromise. As of this moment, Tellius comprises seven nations that enjoy relative harmony and peace. However, unnoticed by all, riot, mayhem, and murder lurk in encroaching shadows...

Ike

Ike is the son of Greil, who commands a renowned mercenary company known as the Greil Mercenaries. Though young and inexperienced, Ike is determined to hone his sword-fighting skills and pull his weight as a member of the troop. He is a man of few words, but his heart burns with passion.

Mist

Ike's little sister. She is a cheerful young girl who enjoys helping others, and supports the company by doing all sorts of errands. She carries an old medallion as a memento of her deceased mother.

CONTROLS

/	Move cursor / select menu items / move units / quickly scroll through messages (down on + A)
A	Start game / confirm menu selections / scroll through messages / select units (place cursor on a unit and press A)
B	Cancel selection / return to previous screen
X	Move cursor to units that have not taken any actions during the current turn
Y	Display the status screen (with the cursor on a unit) / display help messages (on certain screens only)
Z	Display the map menu / display previous conversations
R	Press and hold to remove displays on the map screen
L	Zoom in and out of the map screen
C	Change camera angle
START	Start the game / display status screen / skip demos

Note that controls appear on the bottom of most game screens.

Getting Started

Put the Fire Emblem: Path of Radiance Game Disc into the Nintendo GameCube and insert a Memory Card into Slot A. Close the Disc Cover and press the POWER Button. When the title screen appears, press START to bring up the menu screen and follow the onscreen instructions to create a game file. Once the file is created, select New Game and then No Data. Finally, choose a game difficulty and you're ready to go!

The Menu Screen

The menu screen can contain a maximum of six items, depending on the status of your game.

Resume Chapter	Resume a game from suspended data.
Restart Chapter	Resume a game from suspended data.
Copy File	Copy save data to another file.
Delete File	Delete a save data file.
New Game	Start a new game.
Extras	Enjoy fun bonus features! (Extras will not appear until you complete the game once.)

Game Difficulty

This game has three difficulty levels: Easy, Normal, and Hard.

Memory Card

Please refer to the Nintendo GameCube instruction booklet for directions on how to format and delete Memory Card files. This game requires 1 file and 19 blocks to save your game.

Saving Your Game

You can save your game progress by choosing either Save or Suspend. You can have up to 5 saved data files on one Memory Card.

When to Save

After Finishing a Chapter... The save-data screen appears automatically after you clear a map. Simply choose a file and save your progress.

In the Base Menu... The Save command appears on the base menu. Select it to move to the save-data screen.

In the Combat Preparation Menu... The Save command also appears on the combat-preparation menu. Select it to move to the save-data screen.

When You Suspend

You can suspend a game in progress at any point during your turn. On the map menu, select Suspend and choose Yes to confirm the decision. The next time you play, choose Resume Chapter from the main menu to continue the suspended game.

If you have suspended game data and choose Restart Chapter or New Game, the suspended game data will be lost.

Never press the POWER Button or remove the Memory Card while saving! Doing so may corrupt your game data or damage the Memory Card or Nintendo GameCube.

Greil

The father of Ike and Mist and leader of the Greil Mercenaries. Though demanding of his men, his fairness and dedication have earned him the complete trust of his company.

Fire Emblem: Path of Radiance is a role-playing strategy title set against a background of terrible warfare and unimaginable courage. Select your party members, deploy them with care, and defeat the enemy to bring lasting peace to Tellius.

Game Flow

This game is divided into chapters, and you must complete each chapter to progress through the game. Chapters can be broken down into the following steps: Story events, base preparations (starting at Chapter 8), more story events, combat preparation, actual combat, completion or failure of map objectives, end of chapter. (For more on map objectives, see page 16.)

Armies

The individual characters that appear on screen are called units. You can see which army a unit belongs to by looking at the color of the circle surrounding it. (Note that this circle turns gray after a unit has completed an action.)

Your units
BLUE

Partner units
YELLOW

Enemy units
RED

Other units
GREEN

Turns

This game is divided into turns. Each turn is made of up of phases that occur in the following order: Player phase, Partner phase, Enemy phase, and Other phase. You can give orders to your units during the Player phase only.

Winning and Losing

When units lose all of their HP (hit points), they vanish from the map. Units can recover HP by using vulneraries or other healing items, resting on a healing space, or by using a healing staff. If one of your units falls in combat, he or she will be lost to you forever and the game will continue. If, however, Ike falls in combat (or if you fail to meet a map objective), your game will end. If that happens, try playing the chapter again using your most recent save data.

All About Units

To select a unit, place the cursor on him or her and press A. Press and hold B to increase the cursor speed

Controlling Units

Want to make units fight? Here's how!

1. Select a unit, choose where you want to move it with ✥, and press A to move.
2. The unit menu appears automatically once the unit has moved. Select Attack, then choose the item or weapon you want to use and confirm the choice.
3. Finally, the combat-information window appears. Choose the enemy you want to attack and confirm your choice to start the battle.

Your unit gains Exp (experience points) after the battle. The better the result, the more Exp gained.

Once every unit has been given orders, the Player phase ends automatically. To end the Player phase before issuing orders to every unit, select End from the map menu. (See page 16.)

Movement and Attack Ranges

A unit's movement range is displayed in blue, while its attack range is displayed in red. You can check and lock enemy range displays on, too.

- Different types of terrain can reduce your movement range.
- On terrain where height is a factor, there are certain situations where units cannot attack other units.
- Mounted units can cross the remainder of their movement range after they attack or perform another command.

Leveling Up

As units earn Exp, they gain levels and eventually change classes. Experience points are gained by engaging in combat, using staves, and performing other specific actions. Units automatically gain a level whenever they earn 100 Exp. Most units automatically change class when they reach Level 21.

Unit Status

While on the map menu, you can display the unit status screen by placing the cursor on a unit and pressing Ⓐ. Press Left or Right on ✣ to change pages. You can use the help window to view explanations for menu items that are not explained here.

Mv (Move)

The unit's movement ability.

Basic Data

The unit's fundamental information.

Trv (Traveler)

The name of the unit traveling with the selected unit, if applicable.

Cd (Condition)

The units current condition. Icons appear if the unit is affected by a status-changing condition.

Lv (Level)

Current HP/Max HP

Background Arrow

This corresponds to the unit's biorhythm.

Unit Class

EX (Current experience points)

The First Status Page

This page displays a unit's personal data, combat abilities, and items.

You can purchase items at bases, find them in treasure chests, receive them as gifts, or take them from defeated enemies. Most items have a limited number of uses (known as item's durability). Magic and bows lose durability even if they miss an enemy, but all other weapons must make a successful strike.

Items

The Second Status Page

This page shows a unit's build, class, and weapon level, as well as any active skills. In certain cases, it will also display the transform gauge.

Unit Skills

These are unit-specific skills that cannot be assigned or removed.

Personal Skills

These are individual skills that can be assigned or removed while at a base.

- Each unit has a limited skill capacity. When you assign a skill, the unit's capacity is reduced accordingly.

Weapon Level

This displays the type of weapons, magic, and staves a unit can use, along with the corresponding weapon level and affinity. Weapon levels increase when the item is used a set number of times. Weapon levels are as follows (from worst to best): E ▸ D ▸ C ▸ B ▸ A ▸ S.

Transform Gauge

Laguz do not use weapons, relying instead on natural combat skills. However, laguz can only attack while in animal form. The transform gauge shows how close a laguz is to entering animal form. When it is full, the laguz will transform into a beast and gain the ability to attack, at which point the gauge will gradually decrease. Once the gauge is empty, the laguz will revert to humanoid form and the gauge will begin to fill anew.

The Third Status Page

This page shows information on affinities, biorhythm, orders, and support levels and bonuses.

Support Level

A unit's affinity and current support level appears here. Support levels go from C to B to A, with A being the highest and granting the best stat bonuses.

The Command Menu

The command menu automatically appears once a unit has moved, and contains a list of actions that the unit can take. You can find out more about commands by choosing Guide from the map menu. (See page 16.)

Basic Commands

Attack	The command to choose when you want to smite a foe. There are three types of attack: direct, indirect, and long range. Combat Information Window This useful stat display appears when you choose an enemy to attack, and can be used to predict the outcome of the battle.
Staff	Choose this to use a staff.
Shove	Choose this to ram into a unit and push it into the next space. ➔ Units can shove those whose Wt (weight) does not exceed their own by more than two. ➔ Mounted units cannot shove.
Rescue	Use this to pick up allied, Partner, or Other units and have them travel with you in safety. ➔ Though a rescued unit can't be attacked, the speed and skill of the rescuing unit is reduced by half. ➔ Rescue is only available if the rescued unit's weight is at least two less than the rescuing unit's weight.
Drop	Use this to place a rescued unit in an adjacent space. ➔ Dropped units cannot perform any commands that turn.
Take	Use this to take a rescued unit from another unit in an adjacent space. ➔ The unit can only be taken if its weight is at least two less than the receiving unit.
Items	Use this to open the item window, which allows a unit to equip, use, or drop items and weapons.
Trade	Use this to swap items with another unit.
Wait	Use this to have a unit do nothing until the next turn.

Special Commands

The following commands appear only when circumstances allow.

Talk	Speak with units in adjacent spaces. Talking lets you gain new allies and gather important information.
Visit	Enter certain homes and receive good things. But move fast—enemy thieves, berserkers, and bandits will destroy such homes.
Door / Chest	Unlock a door or chest with a key. ✦ Thieves can open locks without keys.
Order	This command can be used by Ike to give orders to all members of his army. Units that don't get commands from the player will follow these orders.
Request	This command can be used by Ike to give general orders to Partner units. The Partners will act during the next movement phase.
Seize	Ike can use this to seize a specific location and clear the map.
Escape	Use this when a unit moves onto a space that allows him or her to flee the battle map. If Ike escapes, the map is cleared.
Reach	Use this when one of your units moves onto a blue target space. Choose it to clear the map.
Steal	Steal an item or unequipped weapon from an adjacent unit. ✦ A unit's strength and speed may prevent it from stealing some items.
Chant	Use this on an adjacent unit that has finished its turn to give it an additional turn.

Lethe

A ruthless feline warrior from the country of Gallia, Lethe is extremely loyal to her king, Caineghis. Like many of her countryman, she cannot forgive the injustices the beorc have inflicted upon her race—her mistrust and prejudice run deep.

Titania

Deputy commander of the Greil Mercenaries. She has a mysterious past of which little is known, other than her service as a knight of Crimea.

The Map Menu

Press Z on the map screen to display the map menu. The map menu contains essential commands for progressing through the game.

Unit

Select Unit to view eight pages of data for all deployed units. Use the cursor to select a data category and press A to sort.

Guide

Select Guide to watch in-game tutorials. New tutorials will become available as you move through the game, and contain information on rules and controls, as well as basic strategic advice.

Options

Select Options to adjust a variety of game settings. You can also turn the Controller Rumble Feature on or off.

Suspend

Select Suspend to stop playing and save a chapter at any point during your turn.

End

Select End to end the player phase of a turn.

Status Screen

Press START on the map screen to display the status screen. It shows information about the deployed armies, and also displays an overhead map of the battlefield. Press A here to see the terms of victory and other information.

Before a battle, you can manage your army from either the base menu or the combat preparation menu. The base menu becomes available after Chapter 7.

The Base Menu

Bases are the place to check your units and make sure they are properly equipped before a fight. If you want more info about the base menu options, use the in-game help window.

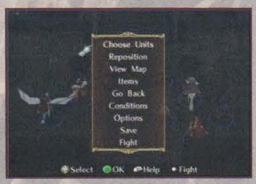
Manage

There are two parts of the Manage screen. Award Exp lets you distribute bonus EP you gained in battle, while Skills lets you assign and remove skills as they become available.

- You cannot remove unit-specific skills.
- You can only assign as many skills the unit's skill capacity allows.

Combat Preparation Menu

The combat preparation menu appears on the map screen before a battle, and allows you to manage your army and change a variety of options. Use the in-game help window if you want more details about the menu.



Unit Types

The world of Fire Emblem: Path of Radiance is populated by two races—the beorc and the laguz. But units of the same race have different abilities and weapon preferences, depending on their type. Consider these factors when entering combat so you are prepared for anything.

Beorc and Laguz

You units will be either beorc or laguz. The beorc, whose name means "seed of knowledge," use weapons and magic in combat. The laguz, whose name means "seed of power," transform into birds and beasts, and attack with razor-sharp claws and talons.

Beorc Units

	Ranger	A well-balanced unit who specializes in swords of all kinds. Ike is the only Ranger in the game.
	Hero	A brave champion who possesses superior leadership skills. Can use both swords and axes.
	Myrmidon	A unit dedicated to the study of the sword. Possesses superior speed and skilled technique.
	Swordmaster	A myrmidon who has changed classes. Blazingly fast, and a master of killing strokes.
	Soldier	A spear- and lance-wielding unit. Uses the length of the weapons to hold off sword wielders.
	Halberdier	A soldier who has changed classes. Can handle even the most unwieldy lances and spears with ease.
	Fighter	A robust unit that is feared on the battlefield. Specializes in axes of all kinds.

	Warrior	A fighter who has changed classes. Can use both axes and bows.
	Archer	A unit specializing in bows. Cannot engage in direct combat.
	Sniper	An archer who has changed classes and can wield bows with ease. Specializes in killing shots.
	Knight	A heavily armored unit who specializes in lances. Has great defense, but poor movement.
	General	A knight who has changed classes and can use both axes and lances. Possesses superior defense and attack power.
	Sword Knight Lance Knight Axe Knight Bow Knight	A mounted unit with exceptional movement. Weapon specialization is denoted by the unit type.
	Paladin	A mounted knight that has changed classes. Can use two weapons.

Oscar

A member of the Greil Mercenaries. A serious, yet easygoing, young man. His greatest strength is the ability to deal with situations without losing his cool.

	Pegasus Knight	A pegasus-mounted unit that specializes in lances.
	Falcoknight	A pegasus knight that has changed classes and can use both swords and lances. Has a spectacular movement range.
	Wyvern Rider	A wyvern-mounted unit that specializes in lances.
	Wyvern Lord	A wyvern rider that has changed classes. Can wield axes as well as lances.
	Mage	A fierce wielder of nature's magic. Can use fire, thunder, and wind spells.
	Sage	A mage who has changed classes. Can use staves or knives in addition to spells.
	Priest	A holy man who uses staves to aid others.

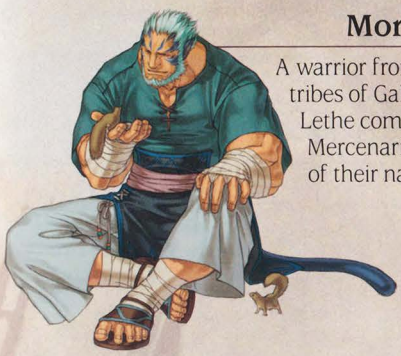
Soren

The staff-officer-in-training of the Greil Mercenaries. His calculating mind and blunt manner of speech has led many to consider him cold and heartless. He has an unshakeable faith in Ike.

Boyd

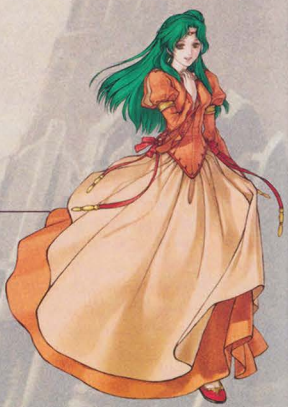
A member of the Greil Mercenaries. He's Oscar's younger brother, and the second-oldest of three brothers. Boyd could care less about the details or the odds—he just wants to fight.

	Bishop	A priest who has changed classes. Can use both staves and light magic.
	Cleric	A magic-wielding woman dedicated to helping others. Specializes in staves.
	Valkyrie	A cleric who has changed classes. Can use swords and staves.
	Thief	A fast and stealthy unit. Can steal items and open locks.
	Bandit	A unit who roams both land and sea. Specializes in axes.
	Berserker	An axe-wielding powerhouse who specializes in killing blows.



Mordecai

A warrior from the beast tribes of Gallia. He and Lethe come to the Greil Mercenaries as envoys of their nation.



Elincia

The Princess of Crimea. Her entire family was killed during Daein's invasion of the Crimean capital. Though she managed to escape, her escorts were slain in a battle with Daein pursuers.

Laguz Units

Beast Tribes

	Tiger	A mighty unit who mows down opponents with crushing power.
	Cat	A lithe fighter who uses lightning-quick speed to overwhelm opponents. Lacks the pure strength of tigers.

Bird Tribes

	Hawk	A winged warrior who possesses staggering strength. The strongest of all the bird tribes.
	Raven	A fleet fighter whose speed outstrips that of hawks.

Dragon Tribes

	Red Dragon	A beast of rare and potent strength. One of the strongest creatures on the continent.

Petrine

One of Daein's famed and feared Four Riders. Possessed of a terribly short temper, she wields an arcane lance of deadly flame magic.

Linking with the GBA

If you connect Fire Emblem: Path of Radiance with either of the Game Boy Advance Fire Emblem titles (Fire Emblem or Fire Emblem: The Sacred Stones), you will get special bonus materials. Please see pages. 24-25 for linking instructions.

How to Earn Bonus Materials

Select Extras from the menu screen, then Connect GBA to confirm your choice. Follow the on-screen instructions to see the bonus materials. You must complete Fire Emblem: Path of Radiance to unlock this option.

GBA link
Connect Fire Emblem or Fire Emblem: The Sacred Stones to the Nintendo GameCube with a Nintendo GameCube Game Boy Advance cable to unlock bonus materials.
Instructions
Insert a Fire Emblem or Fire Emblem: The Sacred Stones Game Pak into your Game Boy Advance.
Connect your Game Boy Advance & turn the power on while holding down both START and SELECT.
Press the A Button on the Controller to begin.
Start
Done

The Black Knight

One of Daein's Four Riders, and perhaps the most feared. He is an enigmatic figure encased from head to toe in ebon armor.

Linking Instructions

Here's all you need to know to link a Game Boy Advance and a Nintendo GameCube using a Nintendo GameCube Game Boy Advance cable.

Necessary Items

- Game Boy Advance or Game Boy Advance SP
- Nintendo GameCube
- Nintendo GameCube Controller
- A Memory Card containing cleared game data for Fire Emblem: Path of Radiance
- Fire Emblem or Fire Emblem: The Sacred Stones Game Pak
- Fire Emblem: Path of Radiance Game Disc
- Nintendo GameCube Game Boy Advance cable

Linking Up

1. Insert one of the Fire Emblem Game Paks into a Game Boy Advance.
2. Follow the on-screen instructions and connect the Nintendo GameCube Game Boy Advance cable to the Nintendo GameCube.
   - Please see the image to the right to confirm connection points.
3. Connect the Nintendo GameCube Game Boy Advance cable to the Game Boy Advance.
4. On the Game Boy Advance, press and hold the START and SELECT Buttons, then turn the Power ON.
5. Follow the instructions as given on page 23.

Do not connect any Game Boy Advance systems or cables that will not be used to the Nintendo GameCube.

Troubleshooting

You may experience malfunctions or be unable to transfer game data in any of the following situations:

- When you have an incorrect Game Pak in your Game Boy Advance.
- When you are using any cables other than Nintendo GameCube Game Boy Advance cables.
- When any cable is not fully inserted into any game system.
- When any cable is incorrectly connected to any game system.
- When any cable is removed during the transfer of data.
- When either the Nintendo GameCube or Game Boy Advance system is turned off, or the Reset Button is pushed during the transfer of data.

Correct connection of a Game Boy Advance and Nintendo GameCube using a Nintendo GameCube Game Boy Advance cable.

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or call 1-800-255-3700
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Warranty & Service Information

You may need only simple instructions to correct a problem with your product. Try our website at www.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700, rather than going to your retailer. Hours of operation are 6 a.m. to 7 p.m., Pacific Time, Monday - Sunday (times subject to change). If the problem cannot be solved with the troubleshooting information available online or over the telephone, you will be offered express factory service through Nintendo. Please do not send any products to Nintendo without contacting us first.

HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo will repair or replace the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

GAME & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (games and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo will repair or replace the defective product, free of charge.

SERVICE AFTER EXPIRATION OF WARRANTY

Please try our website at www.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and repair or replacement options and pricing. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo. Please do not send any products to Nintendo without contacting us first.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

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This warranty is only valid in the United States and Canada.

NEED HELP WITH INSTALLATION, MAINTENANCE OR SERVICE?

NINTENDO CUSTOMER SERVICE
WWW.NINTENDO.COM

or call 1-800-255-3700
MON. - SUN., 6:00 a.m. to 7:00 p.m., Pacific Time
(Times subject to change)

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